AMENDMENTS TO THE CLAIMS:

This listing of claims replaces all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1. (Original) A computer-implemented method of generating a shadow for a three-dimensional model having an infrastructure that includes a bone, the method comprising:

projecting the bone onto a surface; and

generating the shadow on the surface based on a projection of the bone.

2. (Original) The method of claim 1, further comprising locating a virtual light source in an environment that the three-dimensional model inhabits;

wherein projecting the bone comprises:

drawing lines from the virtual light source, through points on the bone, onto the surface; and

connecting points at which the lines intersect the surface.

3. (Original) The method of claim 1, wherein generating the shadow comprises:

creating a shape over at least part of the projection of the bone; and

mapping texture onto the shape.

4. (Currently Amended) The method of claim 3, wherein creating the shape

Applicants : Adam T. Lake, ●.
Serial No. : 09/982,475
Filed : October 17, 2001
Page : 3

Attorne● ●ocket No.: 10559-580001
Intel Ref.: P11134

comprises <u>obtaining</u> ~~growing~~ a polygon from the projection of the bone.

5. (Original) The method of claim 1, wherein mapping texture onto the shape comprises mapping a fuzzy texture onto edges of the shape.

6. (Original) The method of claim 1, further comprising receiving data that corresponds to a size and shape of the shadow;

wherein the shadow is generated based on the data.

7. (Original) A computer-implemented method of generating a shadow for a three-dimensional model having an infrastructure that includes a bone, the method comprising:

generating a bounding volume for the bone; and

generating the shadow by projecting a shape of the bounding volume onto a surface.

8. (Original) The method of claim 7, further comprising locating a virtual light source in an environment that the three-dimensional model inhabits;

wherein projecting the shape comprises:

drawing lines from the virtual light source, through locations on a surface of the bounding volume, onto the surface; and

connecting points at which the lines intersect the surface.

9. (Original) The method of claim 7, wherein generating the shadow further

Applicants : Adam T. Lake, ●.
Serial No. : 09/982,475
Filed : October 17, 2001
Page : 4

Attorney Docket No.: 10559-580001
Intel Ref.: P11134

comprises mapping a texture onto the shape of the bounding volume projected onto the

surface.

10. (Original) The method of claim 7, further comprising receiving data that

corresponds to a size and shape of the shadow;

wherein the shadow is generated based on the data.

11. (Original) An article comprising a machine-readable medium that stores

executable instructions to generate a shadow for a three-dimensional model having an

infrastructure that includes a bone, the instructions causing a machine to:

project the bone onto a surface; and

generate the shadow on the surface based on a projection of the bone.

12. (Original) The article of claim 11, further comprising instructions to locate a

virtual light source in an environment that the three-dimensional model inhabits;

wherein projecting the bone comprises:

drawing lines from the virtual light source, through points on the bone, onto the

surface; and

connecting points at which the lines intersect the surface.

13. (Original) The article of claim 11, wherein generating the shadow comprises:

creating a shape over at least part of the projection of the bone; and

Applicants : Adam T. Lake, ⬤
Serial No. : 09/982,475
Filed : October 17, 2001
Page : 5

Attorney Docket No.: 10559-580001
Intel Ref.: P11134

mapping texture onto the shape.

14. (Currently Amended) The article of claim 13, wherein creating the shape comprises obtaining ~~growing~~ a polygon from the projection of the bone.

15. (Original) The article of claim 11, wherein mapping texture onto the shape comprises mapping a fuzzy texture onto edges of the shape.

16. (Original) The article of claim 11, further comprising instructions to receive data that corresponds to a size and shape of the shadow;

wherein the shadow is generated based on the data.

17. (Original) An article comprising a machine-readable medium to generate a shadow for a three-dimensional model having an infrastructure that includes a bone, the instructions causing a machine to:

generate a bounding volume for the bone; and

generate the shadow by projecting a shape of the bounding volume onto a surface.

18. (Original) The article of claim 17, further comprising instructions to locate a virtual light source in an environment that the three-dimensional model inhabits;

wherein projecting the shape comprises:

drawing lines from the virtual light source, through locations on a surface of

Applicants : Adam T. Lake, ●.
Serial No. : 09/982,475
Filed : October 17, 2001
Page : 6

Attorney Docket No.: 10559-580001
Intel Ref.: P11134

the bounding volume, onto the surface; and

connecting points at which the lines intersect the surface.

19. (Original) The article of claim 17, wherein generating the shadow further comprises mapping a texture onto the shape of the bounding volume projected onto the surface.

20. (Original) The article of claim 17, further comprising instructions to receive data that corresponds to a size and shape of the shadow;

wherein the shadow is generated based on the data.

21. (Original) An apparatus for generating a shadow for a three-dimensional model having an infrastructure that includes a bone, the apparatus comprising:

a memory that stores executable instructions; and

a processor that executes the instructions to:

project the bone onto a surface; and

generate the shadow on the surface based on a projection of the bone.

22. (Original) The apparatus of claim 21, wherein the processor executes instructions to locate a virtual light source in an environment that the three-dimensional model inhabits; and

wherein projecting the bone comprises:

Applicants : Adam T. Lake, ●
Serial No. : 09/982,475
Filed : October 17, 2001
Page : 7

Attorne● ●ocket No.: 10559-580001
Intel Ref.: P11134

drawing lines from the virtual light source, through points on the bone, onto

the surface; and

connecting points at which the lines intersect the surface.

23. (Original) The apparatus of claim 21, wherein generating the shadow

comprises:

creating a shape over at least part of the projection of the bone; and

mapping texture onto the shape.

24. (Currently Amended) The apparatus of claim 23, wherein creating the shape

comprises obtaining ~~growing~~ a polygon from the projection of the bone.

25. (Original) The apparatus of claim 21, wherein mapping texture onto the shape

comprises mapping a fuzzy texture onto edges of the shape.

26. (Original) The apparatus of claim 21, wherein:

the processor executes instructions to receive data that corresponds to a size and

shape of the shadow; and

the shadow is generated based on the data.

27. (Original) An apparatus for generating a shadow for a three-dimensional model

having an infrastructure that includes a bone, the apparatus comprising:

a memory that stores executable instructions; and

a processor that executes the instructions to:

generate a bounding volume for the bone; and

generate the shadow by projecting a shape of the bounding volume onto a

surface.

28. (Original) The apparatus of claim 27, wherein the processor executes

instructions to locate a virtual light source in an environment that the three-dimensional

model inhabits; and

wherein projecting the shape comprises:

drawing lines from the virtual light source, through locations on a surface of

the bounding volume, onto the surface; and

connecting points at which the lines intersect the surface.

29. (Original) The apparatus of claim 27, wherein generating the shadow further

comprises mapping a texture onto the shape of the bounding volume projected onto the

surface.

30. (Original) The apparatus of claim 27, wherein

the processor executes instructions to receive data that corresponds to a size and

shape of the shadow; and

the shadow is generated based on the data.